

# THE AIM OF THE GAME

## URIDIUM PLUS

by Andrew Braybrook

Amstrad CPC 464, CPC 664 and CPC 6128

The solar system is under attack! Enemy Super-Dreadnoughts have been placed in orbit around each of the fifteen planets in this galactic sector. They are draining mineral resources from the planetary cores for use in their interstellar power units. Each Super-Dreadnought seeks out a different metal for its metal convertor.

Your Manta class Space Fighter will be transported to each planet in turn and it is your task to destroy each Dreadnought. First you must attack the defensive screen of enemy fighters, then you must neutralise the majority of surface defences before you land on the Super-Dreadnought's master runway.

## LOADING INSTRUCTIONS

### AMSTRAD CASSETTE

Amstrad CPC 464

Amstrad CPC 664 or Amstrad CPC 6128 with cassette player and suitable leads.

Amstrad CPC 664 and CPC 6128 users should connect a cassette player to the computer and enter |tape and press the ENTER key. Place the cassette in the player, rewind if necessary and press the CTRL and ENTER keys. Press the Play key on the cassette player and then any key on the computer keyboard.

### Play Sequence

Your fighter deploys on a low-level strafing run. You must avoid the meteor shields and communications aerals on the Dreadnought's surface.

The fighter defences deploy in waves. A bonus is awarded after landing if all ships in a wave are destroyed. Attack surface features to score bonus points but beware of the homing mines which materialise over flashing generator ports.

**RACK**  
H E W S O N

### **Your Manta Class Fighter**

Joystick up/down sets the position above the Super-Dreadnought, joystick left/right controls acceleration and deceleration. If your velocity falls too low your fighter performs a half-loop followed by a half-roll so as to face in the opposite direction. This manoeuvre also temporarily increases your height above the surface and may be used to avoid incoming missiles and mines.

Your Manta performs a 90 degree roll if you press and hold fire whilst moving your joystick up or down. This will enable you to manoeuvre through restricted spaces.

### **Score Table**

Small explodable surface feature	10
Large explodable surface feature	25
Enemy ship on runway	100
Enemy fighter	100-1000
Wave annihilation bonus	100 per wave
A bonus Manta is awarded every 10,000 points.	

### **Game Options**

*Amstrad*

Q - Up

A - Down

O - Left

P - Right

SPACE - Fire

Or joystick controls

### **Credits**

Designed and programmed by Andrew Braybrook

Music written and programmed by Steve Turner

Spectrum Conversion by Dominic Robinson

Amstrad conversion by Neil Latache

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## **INSTRUCTIONS DE CHARGEMENT**

### **Cassette Amstrad**

Amstrad CPC 464

Amstrad CPC 664 ou Amstrad CPC 6128 avec un lecteur de cassettes et des branchements appropriés.

Les utilisateurs d'ordinateurs Amstrad CPC 664 et CPC 6128 doivent brancher le lecteur de cassettes sur l'ordinateur et taper tape et pressez la touche ENTER. Introduisez la cassette dans le lecteur, rembobinez-la si nécessaire et frappez les touches CTRL et ENTER. Enfoncez la touche de lecture (PLAY) du magnétophone et frappez une touche quelconque du clavier de l'ordinateur. Le jeu se charge en quelques minutes.

## **LADEANLEITUNG**

### **Schneider - Kassettenversion**

Schneider CPC 464

Schneider CPC 664 oder Schneider CPC 6128 mit Kassettenrekorder entsprechender Verkabelung:

Benutzer von Schneider CPC 664 und CPC 6128 Geräten sollten an den Computer einen Kassettenrekorder anschließen, dann den Befehl [TAPE eingeben und die ENTER-Taste drücken. Kassette in den Rekorder einlegen, gegebenenfalls an den Anfang zurückspulen, dann gleichzeitig CTRL und ENTER drücken und hernach die PLAY-Taste des Rekorders betätigen und eine beliebige Taste auf der Computertastatur drücken. Das Laden des Spiels dauert ein paar Minuten.

## **ISTRUZIONI DI CARICAMENTO**

### **Amstrad Cassette**

Amstrad CPC 464

Amstrad CPC 664 o Amstrad CPC 6128 con registratore e cavi appositi.

Utenti di Amstrad CPC 664 e CPC 6128 dovranno collegare un registratore al computer, battere tape e premere ENTER. Inserire la cassetta nel registratore, riavvolgere se del caso e premere CTRL e ENTER. Premere play sul registratore e poi un tasto qualunque sulla tastiera del computer.

# **RACK**

**H E W S O N**